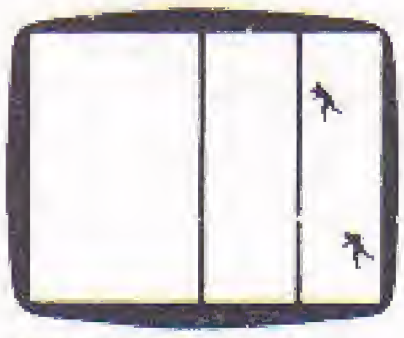
HANDBALL

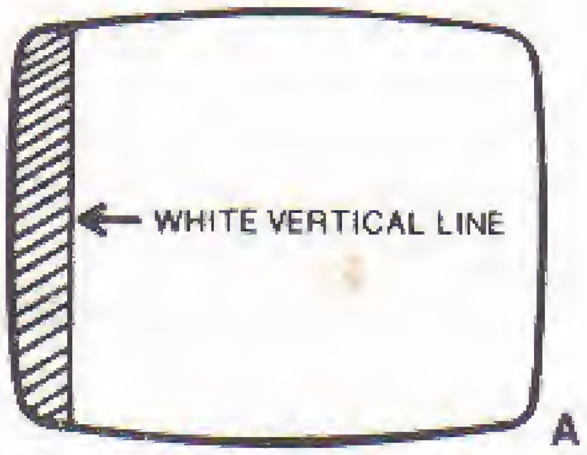
. . . the electronic version of handball that challenges your responses and reactions in a fast moving game.

GAME AIDS

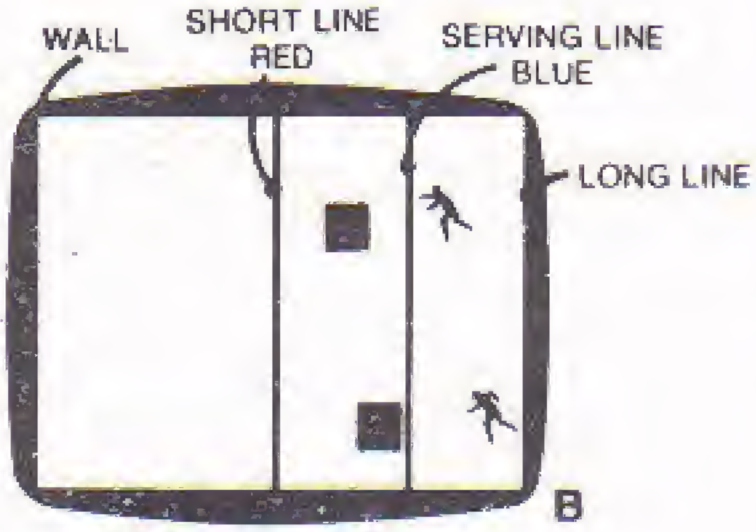
GAME CARD #8

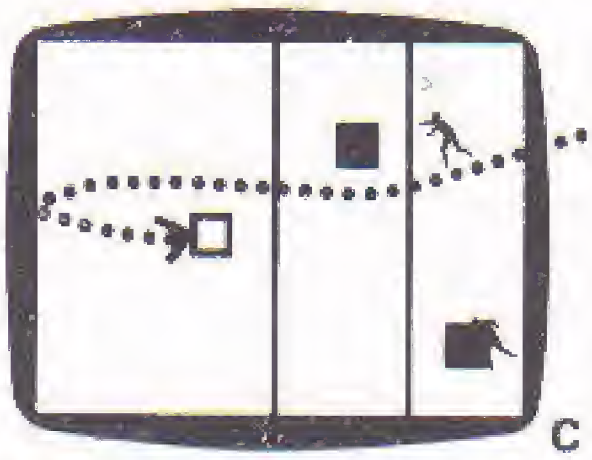


GAME OVERLAY



CENTER CONTROL IS USED TO POSITION LINE ON THE LEFT EDGE OF SCREEN





PLAYER HAS SERVED BALL AND BOUNCED IT OFF WALL.

SET UP

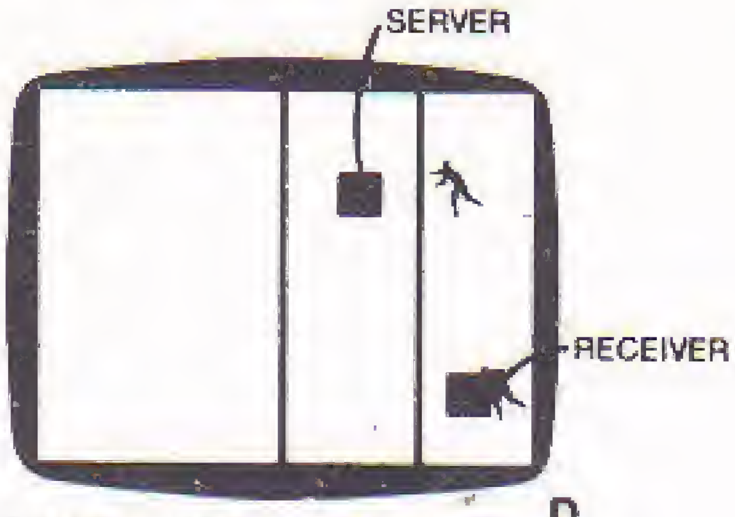
1. Insert GAME CARD #8 into the Master Control Unit.
2. Place the HANDBALL Overlay on the screen.
3. Turn the CENTER Control on the Master Control Unit to position the VERTICAL WHITE LINE on the television screen to the LEFT edge of the screen. (ILLUST. A)
4. Turn the SPEED Control on the Master Control Unit to the LEFT for the slowest setting.

NOTE: in cases where the overlay is not supplied or available, a marking pen or tape can be used

PREPARATION FOR PLAY

1. Both players use their HORIZONTAL and VERTICAL Controls to position themselves in the area between the RED and BLUE line as shown. (ILLUST. B)
2. Both players now set their ENGLISH Control to the upright center position.
3. Only the player using Player Control #1 (indicated on the back of the Master Control Unit) can SERVE (RESET) the ball during the game. The scoring section will explain when the two players exchange Player Control Units during the game.
4. The player using Player Control Unit #2 (indicated on the back of the Master Control Unit) will not be required to use his RESET Button at any time during a game unless the ball passes through or around the WALL (vertical white line).
5. Player #1 should press his RESET Button to bring the ball into play. The ball will enter the screen from the right side. Should the ball not appear, Player #2 should press his RESET to position the ball on the right side off the screen. Player #1 again presses his reset button. (ILLUST. C)
6. Both players should alternate hitting the ball back and forth against the WALL until they become accustomed to the action required.
7. Both players may now wish to use their ENGLISH Control in order to increase the difficulty for the OPPONENT after the ball has hit the wall. A greater challenge.

PLAY



D

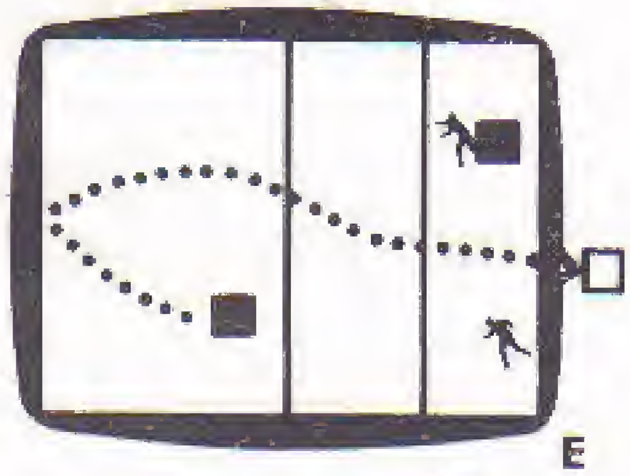
PLAYERS POSITION FOR SERVE

Before play begins, the players should toss a coin to determine who will be the first SERVER. The SERVER must use the Player Control Unit #1 .The SERVER positions himself between the BLUE (SERVING) Line and the RED (SHORT) Line as the RECEIVER positions himself between the BLUE (SERVING) Line and the LONG Line (right edge of the screen). These positions are assumed at the beginning of play and after each point is scored. (ILLUST. D)

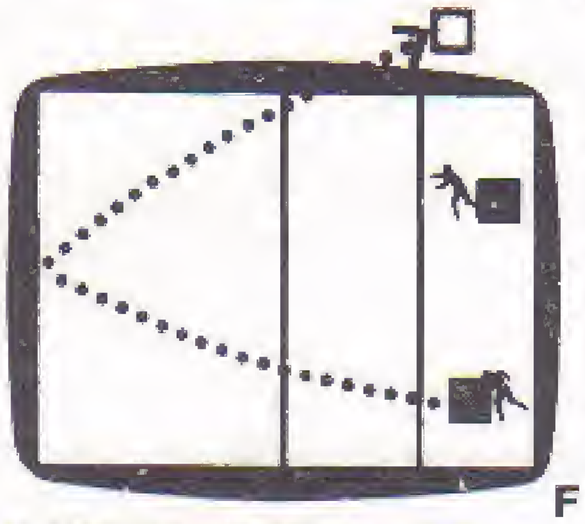
The server presses his RESET Button to send the ball smashing into the wall. (The ENGLISH Control may be used.) When the ball bounces off the wall, the RECEIVER must return it by intercepting its flight and bouncing it back off the WALL. (The ENGLISH Control may be used.) The players MUST alternate hitting the ball. Once the SERVE is made, the players may move about the court to play the shots crossing whatever lines they desire. But, they must resume their starting positions each time a player serves.

When the ball is in play, each player controls the ball with his ENGLISH Control after he has hit it. He should attempt to maneuver the ball past his OPPONENT.

SCORING



E



F

PLAYER HAS SENT BALL OFF TOP OF SCREEN.

If the SERVER maneuvers the ball past the RECEIVER and off the right edge of the screen (long line), he scores a point (ILLUST. E). If the RECEIVER maneuvers the ball past the SERVER, he does not score a point but does gain the right to SERVE. The Player Controls must be exchanged so that the new SERVER is operating Player Control #1.

Should a player hit his own shot, he loses the point (or serve) depending upon whether he is the RECEIVER or SERVER.

If the ball goes off the top or bottom of the screen, the player responsible loses the point (or serve) depending upon whether he is the RECEIVER or SERVER (ILLUST. F).

The first player to score 21 points wins.

GAME VARIATIONS

ZONING

The RECEIVER must stay behind the blue line at all times. The SERVER must stay between the blue line and red line.

SIMULATED DOUBLES

Players alternate hitting the ball from in back and in front of the red line.

EXAMPLE:

Player #1 hits from a point behind the red line.
Player #2 hits from a point behind the red line.
Player #1 hits from a point in front of the red line.
Player #2 hits from a point in front of the red line.

APEX
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MIAMI

ODYSSEY GAMES

VOLLEYBALL

...a demanding game of your electronic coordination... as you try to smash the ball over the net and out of your opponent's reach.

GAME AIDS

GAME CARD #7

GAME OVERLAY

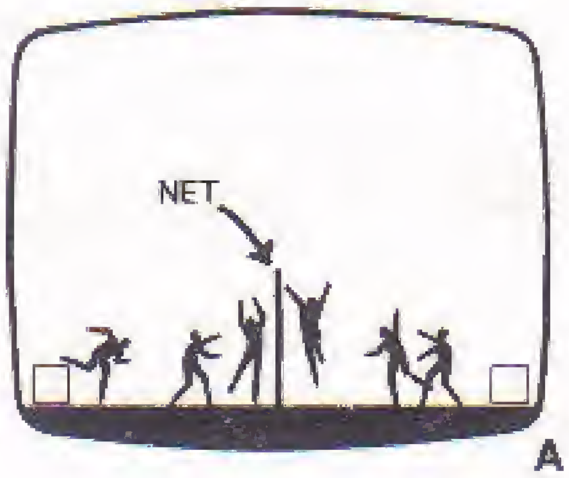
SET UP

1. Insert GAME CARD #7 into the Master Control Unit.
2. Place the VOLLEYBALL Overlay on the screen.
3. Turn the CENTER Control on your Master Control Unit to position the VERTICAL LINE behind the net located in the middle of the Game Overlay (ILLUST. A).
4. Turn the SPEED Control on your Master Control Unit to the LEFT, which is the slowest setting.

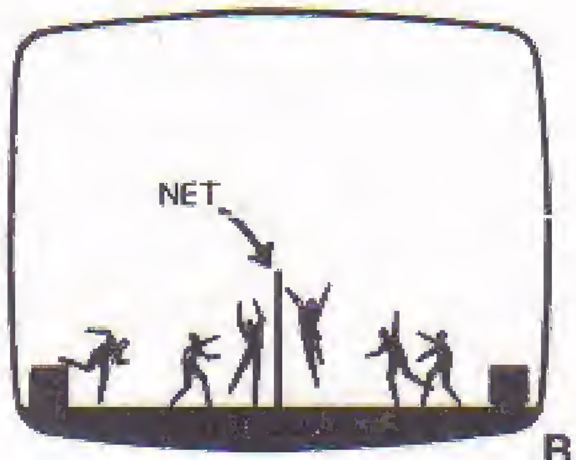
NOTE: In cases where the overlay is not supplied or available, a marking pen or colored tape may be used

PREPARATION FOR PLAY

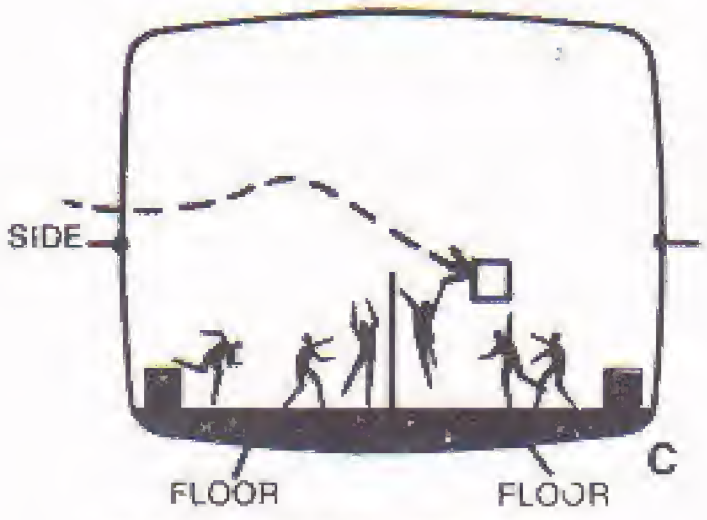
1. Both players use their HORIZONTAL and VERTICAL Controls to position themselves on the far sides of the screen in the playing boxes located on either side of the white line (net) (ILLUST. B). The player displayed on the LEFT side of the screen must be controlled by the LEFT hand Player Control Unit #1. Conversely, the RIGHT player is controlled by the RIGHT hand Player Control Unit #2. Each player must stay on his own side of the net.
2. Both players now set their ENGLISH Control to the upright center position.
3. Press the RESET Button to set the ball in motion. Each player must use his ENGLISH Control to arch the ball over the NET and then down into his OPPONENT'S playing court. The ball must be directed down towards the floor of the court and is not permitted to go off the screen at the TOP or SIDE. (See ILLUST. C) However, if the ball goes off the screen below the NET LEVEL, the hit is considered good (ILLUST. D). Conversely, if the ball goes off the screen above the NET LEVEL, the hit is considered out of bounds and is not good (ILLUST. E). Should the ball pass through the NET, it will disappear and is considered DOWNED. The DOWNED ball is brought back into play by pressing the RESET Button.



A

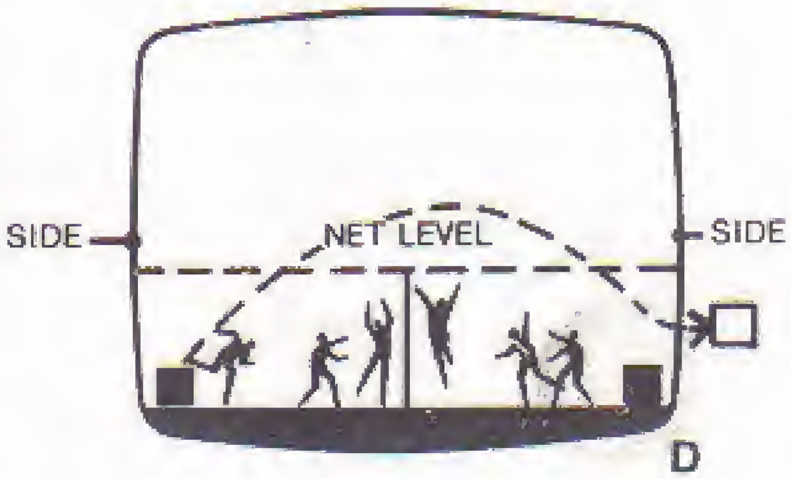


B



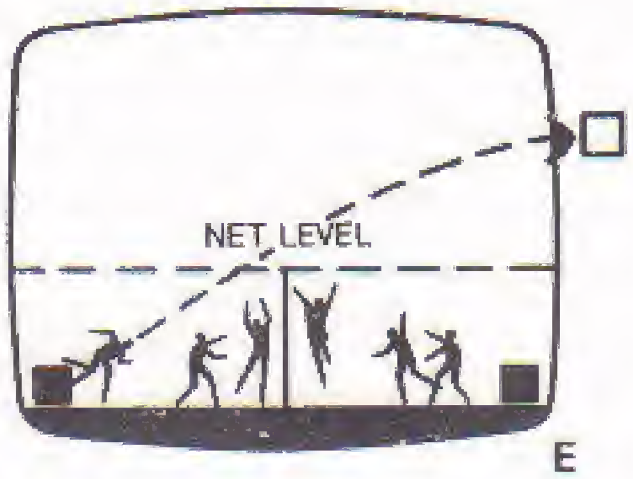
C

BALL ARCHED OVER NET AND DOWN TOWARDS FLOOR



D

BALL HIT OFF SCREEN ON OPPONENT'S SIDE BELOW "NET LEVEL," IS GOOD



E

BALL HIT OFF SCREEN ON OPPONENT'S SIDE ABOVE "NET LEVEL" IS OUT-OF-BOUNDS

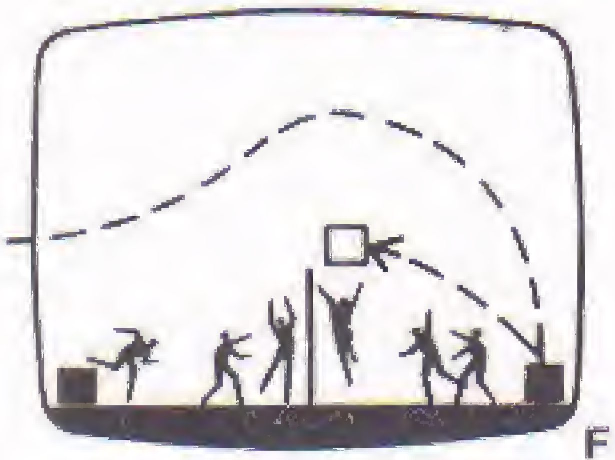
PLAY

Both players take their positions in the playing boxes. The players must take these positions at the start of each SERVE.

The players should press their RESET Button to begin the VOLLEY FOR SERVE. For the VOLLEY to be legal, the ball must go over the NET three times and then continues until one player misses the ball. The last player to hit the ball over the NET and down into his OPPONENT'S court successfully (below the NET LEVEL) becomes the SERVER.

The SERVER takes his position and presses the RESET Button to serve the ball. IF THE SERVE IS GOOD, the OPPONENT tries to hit the ball back to continue the volley (ILLUST. F). IF THE OPPONENT FAILS TO RETURN THE BALL PROPERLY, the SERVER scores one point and serves again. IF THE SERVE IS NOT GOOD (ball disappears in the net or passes off the OPPONENT'S court at the top or side above net line) the SERVE passes to the OPPONENT who now becomes the SERVER. The OPPONENT also becomes the SERVER when the SERVER fails to return the ball properly. Only the SERVING side scores.

The first side to SCORE 15 POINTS wins the game. Game is awarded only when a side wins by at least a two point margin such as 15 to 13. If the margin is less than two points, play continues until the two point margin is attained.


F

OPPONENT RETURNS BALL BY MANEUVERING IT WITH HIS ENGLISH CONTROL *AFTER* HE HAS HIT IT WITH HIS PLAYER.

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ODYSSEY™

...a total play and learning experience for all ages...

from Magnavox—an innovative leader in quality electronics for over sixty years.